

Abstract

A system and method for programmatically generating a second graphical program based on a first graphical program. The first graphical program may be associated with a first programming development environment. For example, a user may have interactively created the first graphical program from within the first programming development environment, e.g., by using an editor to place various nodes on a block diagram, such that the nodes visually indicate functionality of the first graphical program. The method may operate to automatically, i.e., programmatically, generate a second graphical program based on the first graphical program, such that the second graphical program is associated with a second programming development environment. The method may generate the second graphical program programmatically, without relying on user input, or may prompt for user input to determine various options to use in generating the second graphical program. The second graphical program may implement the functionality of, or a portion of the functionality of, the first graphical program. The method preferably generates the second graphical program such that the second programming development environment is operable to treat the second graphical program identically to a graphical program interactively developed by a user using the second programming development environment. Thus, once the second graphical program has been generated, the user may use the second programming development environment to edit the second graphical program, execute the second graphical program, etc.